AETHER RAVE

aetherRAVE

The aetherRAVE is a combination cyberspace and party. We've tried to visualize what we think the 'info highway' can be - a 'database' to roam around in - while at the same time keep it fun and entertaining. The MediaBand database will grow and evolve over our next few CD-ROM's, with each one featuring new interactive music pieces that will continue to 'push the envelope.'

The aetherRAVE provides a wrapper for UnDo Me and House Jam and enables the user to explore the six rooms and associated spaces. The aetherRAVE has no particular plot or storyline that drives the interactivity, but just the instincts of an inquisitive user! Each room of the aetherRAVE provides a different type of interactive experience and different musical theme. The whole place starts rocking when you start to move your mouse over hot spots that trigger solos on top of the groove! So no matter what, when in doubt, move your mouse!

And don't forget to listen to our CD-audio track that we've put on the disk for you!

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CD-ROM

MEET MEDIABAND

TEEN

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AGES 13+

CANTER TECHNOLOGY

PHILIPS

NAVIGATING THE AETHERRAVE EXPERIENCE

The Main Menu of the aetherRAVE looks down on the six rooms which make up the Meet MediaBand aetherRAVE (we call it CD-N9I). There are very recognizable columns that appear to be bowling pins from above that separate each room. As in the entire MediaBand environment, just moving your mouse reveals a lot of great artwork and animation. By moving your mouse between the columns, a certain color will glow to signify the area you can move to - choose which one, click your mouse, and you are there...

One way of navigating through the MediaBand aetherRAVE is by moving your mouse to the right or left hand sides of the screens. When you point your cursor turns into a hand pointing to the left or right. When you click you will move to the room directly next to the one you are currently located. You can continue to move around the aetherRAVE in this way, eventually coming back to [illegible].

The other way of navigating through the aetherRAVE is by the pop-up menu to [illegible] you want to go. In most of the MediaBand screens, you will find the pop-up menu in the upper left hand corner of the screen. It also includes basic [illegible] functions such as Credits and Quit. Just move your mouse there and click. In the Main Menu the pop-up menu has been divided up into four sections with each one in the four corners of the screen. There are no pop-up menus in any of the Archives content or in Me or House Jam.

You can return to the Main Menu by clicking on the upper portion of any aetherRAVE room screen. The cursor will change to a hand pointing up. An inverted version of the Main menu is also available by moving your mouse to the bottom portion of the screen, and clicking (which should change your cursor to a hand pointing down). This inverted Main Menu has all the functionality of the real Main Menu, but without animation, sound effects and interactivity tricks.

PERSONALIZING

The aetherRAVE environment can be performed by rolling, clicking and scratching your mouse over the various rooms of the aetherRAVE. The Stage room approaches actual interactive music, while the Smart Bar, SWAG and Tekno Room come close. Click on things, roll over them and have fun. The Archives is more like a meditative quiet room; a shelter from the roar, but it also has various interactive controls to trigger and change music.

SHORTCUTS

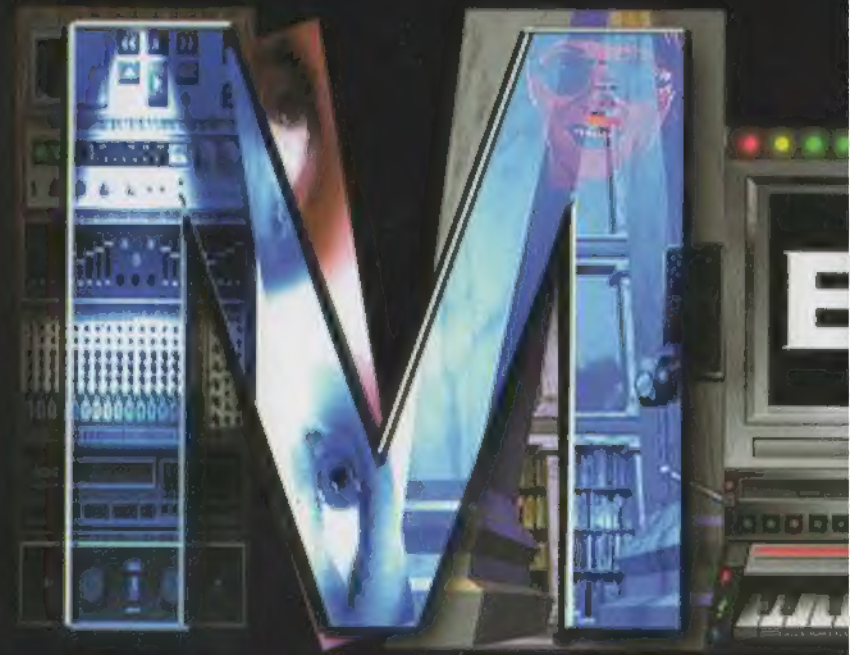
There are a number of shortcuts throughout the aetherRAVE and it's associated rooms. The main shortcut is the Pop-up menu, which [illegible] throughout the CD-ROM. There are several [illegible] MediaBand that are accomplished by holding down [illegible] while clicking. Holding down the option key on Macs). Other shortcuts include using the alt key to get out of the Archives content. From the main four chamber Archives screen, hold down the alt key and click on the bottom of the screen, and you will be returned to the main Archives menu - skipping over Archives antechamber. You can also use the alt key during the very first introductory animation screen to see Jim Collins or the control key to see Marc Canter!! Holding down the shift key during the intro animation will turn your mouse into a paintbrush.

In UnDo Me there are a number of other power user techniques that can be accomplished by using the Geek key. Alt-clicking on the boyfriends will jump you into that episode without having to hear the introductory verse. Alt-clicking on LRT will let you rewind instead of having to hear the entire song. Alt-clicking on the fire or ice will let you go immediately to the next verse. You can immediately go to anywhere in an episode by alt-clicking on the frame you want to go to without having to wait for the introductory verse. During the chorus, if you alt-click the fire or the ice it immediately goes to the next verse.

UnDo Me in the Stage room. In the default mode, all musical phrases are completed before any interactive branches occur. In other words interactivity does not interrupt the flow of the song. Random access is accomplished by holding down the alt key and clicking where you would normally click. This will cause the branch, jump or selection to happen immediately, allowing the user much more interactivity and direct control over the piece.

CREDITS

MediaBand is: Marc Canter, Jim Collins, Stuart Sharpe,



Kelley Gabriel, Chris Watkins, John Sanborn, Mark Shepherd, Allison Prince, Michael Kaplan.

AND ALSO:
Jamie Flanagan
Video Free America
Brian Zee
Roger Jones
Howard Berman

ALSO FEATURING:
Richard Zvonar
Steve Ellison
Tony Bove
Lynda Williams

UnDo Me

UnDo Me is the world's first true interactive music video. Unlike "real life," here you can "Undo" relationships that don't work. You choose one of four relationships to begin.

The user is invited at the chorus point of the song to help her make key decisions about each relationship as it progresses. There are a total of four relationships in UnDo Me, and they are represented by a picture of each boyfriend at the beginning of the song. After an introductory segment the user is given an opportunity of selecting one of the boyfriends to "date" and the ability to alter that relationship. The blinking Fire or Ice icons give the user the ability to choose between either a passive or aggressive approach at each point in the relationship. At any time the user can also pause the song, browse through the songs or 'undo' the boyfriend and that relationship by clicking on Undo. This rewinds the story and drops you at the opening verse of the song. During each chorus the user clicks on Fire or Ice to control the 'direction' of the relationship. After the chorus, the selected branch becomes the next verse and the whole process repeats a second time. With four relationships and two sets of verse, chorus, branch combinations; there are a total of 15 different endings of UnDo Me.

Unlike a regular music video which lasts about four minutes, UnDo Me has a total of 26 minutes of source material, which can make the song last for a very long time. A user can browse back through the story, by clicking on any of the small "snapshots" from the relationship icons that appear at the bottom of the screen.

House Jam

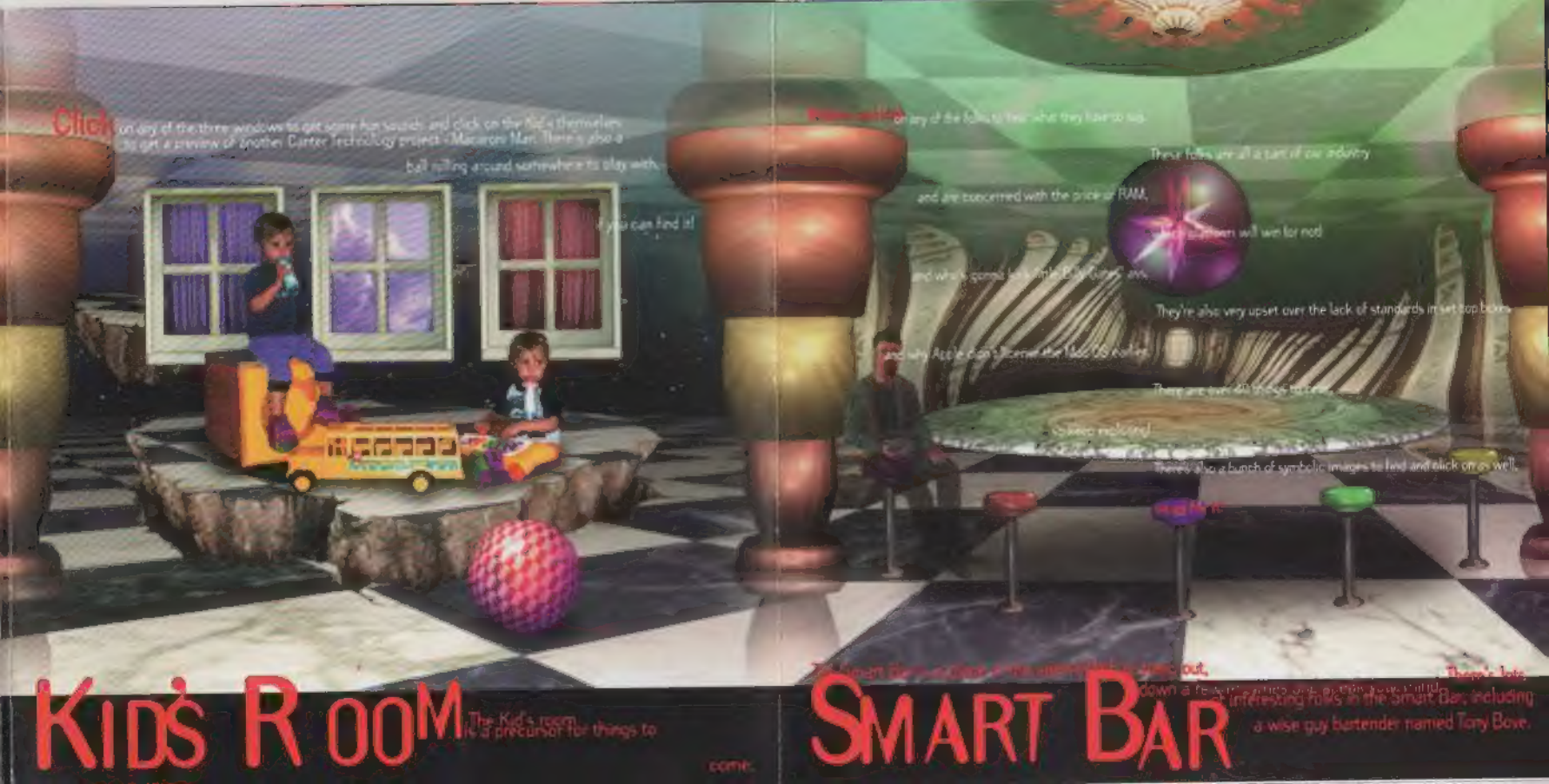
House Jam is a completely different kind of interactive experience. Unlike Me is something to pay attention to and think about. House Jam is something to dance to... while being interactive. Here the artists user interface is the video game... anyone that moves in front of the camera can play.

SWAG SHOP

The SWAG Room is visible underneath as viewers of Riot (when it's finished) can purchase products and Room Building as well. Check it out!

TEKNO ROOM

Each Equipment Rack element is either a chart, graph or drawing illustrating something important for the future. Some of the charts are directly MediaBand related, like configuration charts of the two versions of our first two interactive pieces, UnDo Me and House Jam. Other charts are based on things that will affect each of our lives. The Equipment Rack attempts to educate the new viewer as to some of the relevant issues and approaches that will be important to us all in the future. We hope you grok it!


Click on any of the three areas to get some fun sounds, and click on the kid a themselves to get a preview of another Gartner Technology project - Macaroni Man. There's also a
ball rolling around somewhere to play with -
if you can find it!
Kid's Room
The Kid's room is a precursor for things to come.
Rollover and click on any of the folks to hear what they have to say.
These folks are all a part of our industry
and are concerned with the price of RAM,
which Bill Gates will win for not
and what's gonna be Apple Computer, Inc.
They're also very upset over the lack of standards in set top boxes
and why Apple didn't license the MacOS earlier.
There are over 40 things to do here,
(cakes included)
There's also a bunch of symbolic images to find and click on as well.
Smart Bar
There's lots
of interesting folks in the Smart Bar, including
a wise guy bartender named Tony Bove.